

Characters in Torot

The Evil Queen has seized the Firestone and uses its power to curse the land with fire and ghostly apparitions who drift the streets in ghastly imitation of the once happy inhabitants. Her price for the release of the Stone is for some brave warrior to win for her the four charms of eternal youth.

As well as the ghosts which Sir Galaheart must dispel there are a host of characters for him to meet and trade with. The Peasants know the villages and forests well although they are often slow-witted. Travel may be arranged by paying the Gatekeeper at a Toll House or by buying a Timescape spell from a Herbalist or some other magic character. The Tithe Ward Keepers will keep objects safe and sound.

The Witches and Wizards have spells available and the Dragon's teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

The Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect. Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her.

Loading the Game

Plug in a joystick if you have one and enter RUN "disc". Wait a few seconds for the game to load.

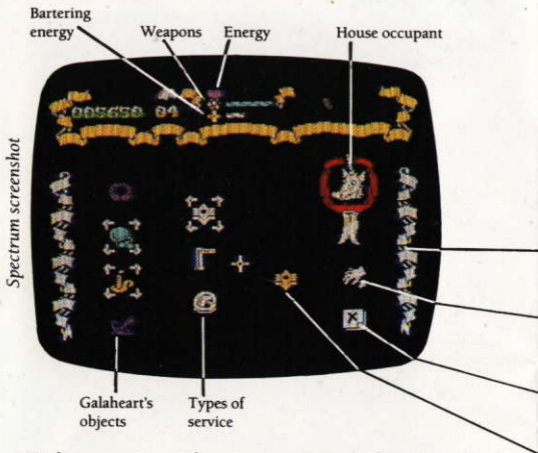
Controlling Sir Galaheart

Follow the instructions on the screen to select your preferred method of control. The default keyboard setting is 'O' – Left, 'P' – Right, 'Q' – Up, 'A' – Down, 'M' – Fire.

To pause the game press the ESC key. To restart press any key or use any joystick action. To abort the game press the SHIFT and DEL keys simultaneously.

Bartering in Torot

When you enter a house you may trade with the occupant. Place the cursor over an icon and press fire to select it. To cancel a selection press fire a second time.



Each occupant provides one or more types of service. Select the type you require and between one and four of your objects which you are prepared to trade in exchange. If your payment is sufficient the occupant will make an offer by displaying a suitable icon. If you wish to complete the deal select the icon displayed.

Types of Services



SCALES
Trade an object



PORTCULIS
Pay a toll to pass through the house



SIGNPOST
Find out where you are



SUPPLIES
Buy food, weapons or trading tokens



TIMESCAPE
Cast a spell to a magic place



INFORMATION
Find out how to accomplish your quest



RIBBONS
Colour distinguishes similar characters – Green Witch, Red Witch etc.



CHEAT
Select this and you may not have to surrender the objects that you are paying with. Get caught and justice will be swift.



EXIT
Select this icon to leave the house.



OFFER
When a deal is set up the occupant displays his offer here. In this case the Dragon is offering the Timescape spell in exchange for a bag of gold and a candlestick.

Credits

Designed and programmed by Stephen Crow, winner of the 1985 Computer and Video Games Programmer of the Year award and author of Starquake and Wizards Lair. Converted from the Spectrum to the Amstrad CPC664, 464 and 6128 by Keith Prosser. Published by Hewson Consultants Ltd.

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